you will need:
3 d20
paper
pencil
Players
Pick a race: Mouse, Vole, Shrew, Gopher, etc.
Choose two skills: Fighting, Diplomacy, Healing, etc., just define it clearly.
Player may earn a +2 to their conflict resolution roll when using a skill.
Players may be given an additional d20 for good role play or anything else the GM deems worthy.
To resolve, roll all your d20's, taking the highest value. The DM rolls their d20. Highest wins. However:
If the player fails by more than 5 it's a critical fail, player usually suffers side effect
if the player wins by more than 5 it's a critical success, player usually benefits.
Game play is as follows, the GM creates a story with a clear goal. Players aim for that goal. The GM rolls a d20, on 15-20 an encounter occurs, on a 2-5 an event occurs, on 5-15 a conflict occurs.
a d20, on 13-20 an encounter occurs, on a 2-3 an event occurs, on 3-13 a connect occurs.
If a 1 is rolled, it's GM's choice.
Encounter: Players must face an opponent(s)
Event: Something happens to the players (i.e. trap triggered)
Conflict: Something happens that the players must talk about and decide to act upon. (ex: mugging, murder, etc.)
GM drives story forward towards next roll.